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An introduction to the Last Alliance of Men and Elves, which is the theme for this Gaming Pack.

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Focusing in detail on characteristics, this section provides you with details for some of Middle-earth's deadliest warriors.

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The Last Alliance – scene of Sauron's defeat at the hands of the alliance of Men and Elves. A small band of Goblins tries to break through the allied lines in an attempt to summon reinforcements.

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Welcome to the lands of Middle-earth!™

The theme of this Gaming Pack is the climactic battle marking the end of the Second Age of Middle-earth, in which High Elves and Men of Gondor joined together to defeat Sauron.

In one of the greatest battles in the history of Middle-earth, the last great alliance of Elves and Men confronted the Dark Lord Sauron and a horde of Orcs at the foot of Mount Doom and, after a bitter struggle, banished him and scattered his remaining forces. This epic encounter forms the basis for the Battle Game featured in this *Battle Games in Middle-earth* Gaming Pack. The scenario is set a few days before the final battle and sees a small force of Goblins trying to break through the allied lines. Also included are step-by-step painting guides for the Men of Gondor and Elves supplied in this Pack, as well as a guide to the tools and materials you'll need to create terrain for your battlefield. In addition, the Playing the Game section adds a new element to the tabletop gaming rules, as we take an in-depth look at the elements that make up a warrior's characteristics base profile. There's also a selection of base profiles for some of Middle-earth's most formidable warriors, highlighting their different strengths, weaknesses, abilities and skills.

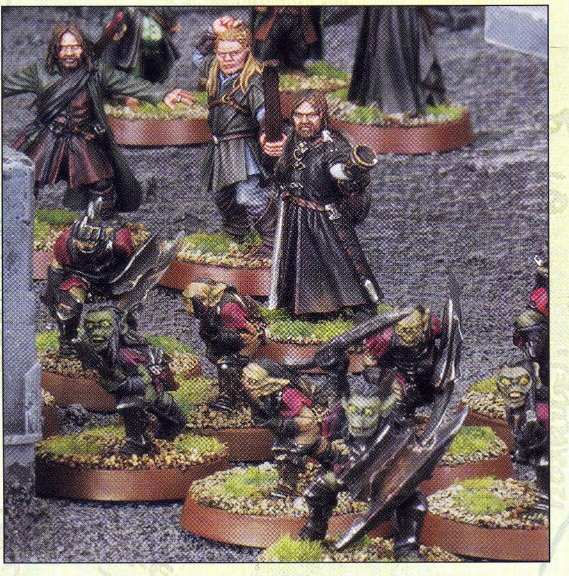
> *'I was there the day the strength of men failed'*
>
> ELROND™

◄▲LEADER OF THE ELVES

Elrond, Master of Rivendell, is old even amongst the immortal Elves, having led the Last Alliance of Men and Elves against Sauron at the end of the Second Age.

Characteristics

Your models represent heroes, warriors and monsters of differing abilities, strengths and qualities. Some are stronger, tougher or better armoured, while rare individuals may be exceptionally brave or vicious. We make allowances for these differences by creating comparative base profiles based on each warrior's individual characteristics.



➤ VARIED ABILITIES
The Fellowship take on Goblins in a Battle Game. The different strengths and weaknesses of the Good side and Evil side combatants are taken into account using their base profiles.

The base profile for each *Battle Games in Middle–earth* combatant consists of six elements that define the warrior's abilities. These are Fighting, Strength, Defence, Attacks, Wounds and Courage (F, S, D, A, W and C). Each of these has a value written in the form of a profile like the example shown in the box below. These values are directly related to the numbers that need to be rolled using your dice when taking on enemy combatants in a Battle Game. Read the breakdown of the six characteristics on page 3, then turn to pages 4-5 for a comparison of some of Middle-earth's most formidable warriors.

BASE PROFILE EXAMPLE

The six characteristics that profile the abilities of *Battle Games in Middle–earth* combatants are shown below. The Elven bowman example shows the different values assigned to each warrior's individual characteristics.

1	F	Fighting
2	S	Strength
3	D	Defence
4	A	Attacks
5	W	Wounds
6	C	Courage

Elven Bowman	
F	6/3+
S	3
D	5
A	1
W	1
C	5

The High Elves are the deadliest warriors in all of Middle-Earth, combining skill at arms with expertly fashioned wargear. They are proficient with swords, spears and bows, and are the bravest of all fighting troops. On the left is the base profile for a High Elf equipped with a bow. To see the effect of these values in an actual game, turn to the Battle Game (pg 7-11).

THE SIX ELEMENTS OF THE BASE PROFILE

F Fighting

A warrior's Fighting value (F) consists of two numbers divided by a slash. The first number represents their martial skill in hand-to-hand combat – the greater this combat value is, the better the warrior is at fighting. The second number is the shooting value – this indicates the minimum dice roll the warrior needs to score a hit with a bow or another long-range weapon. If the warrior doesn't carry a long-range weapon, it is convenient to miss out the shooting value or replace it with a dash (–). A value of 3 is about average for hand-to-hand fighting and 4+ (ie 4, 5 or 6) is average for shooting.

Elven Bowman	Elven Warrior
F 6/3+	F 6/–

F 6/3+

Combat Value / Shoot Value

S Strength

A warrior's Strength value (S) indicates how strong he is and how powerfully he can strike out at his enemies. For example, the Uruk-hai Lurtz is stronger than a Man of Gondor, but not as strong as a very large creature such as a Cave Troll. In *Battle Games in Middle-earth* scenarios, a base profile value of 3 is about average for the Strength value of a man-sized creature

Lurtz	Men of Gondor
S 4	S 3

D Defence

A warrior's Defence value (D) indicates how tough or resilient he is in combat. Many monstrous creatures, such as the Uruk-hai, are especially tough, and armour and shields all increase a warrior's resilience to a blow. A Defence value of 3 is about average for a man-sized creature without armour; a value of 6 would be about average for the same warrior fully armoured and ready for battle.

Merry and Pippin	Uruk-hai
D 3	D 5

A Attacks

The Attacks value (A) indicates how many strikes a warrior makes when he wins a fight. Most warriors can strike once per turn and so have a value of 1. Heroic individuals and some big monsters can strike 2, 3 or more times, making them very dangerous in close combat.

Moria Orcs	Aragorn
A 1	A 3

W Wounds

The Wounds value (W) indicates how many wounds a warrior can suffer before he is slain. In the case of humans and most other man-sized creatures this value is 1 – a single wound is sufficient to kill. Some heroes and monstrous creatures can sustain injuries that would incapacitate an ordinary man – they have a wound value of 2, 3 or more to represent this.

Elrond	Mordor Orcs
W 3	W 1

C Courage

The Courage value (C) shows how brave and determined the warrior is. A value of about 3 is average, a warrior with Courage of 5 or more is very brave, and a warrior with a value of less than 3 is rather timid.

High Elves	Mordor Orcs
C 5	C 2

Warriors of Middle-earth™

From the fearless fighting abilities of the High Elves to the vicious blood-lust of the Uruk-hai, the skills and strengths of the peoples of Middle-earth vary greatly. Within a single race, some heroes, such as the High Elf Elrond, have abilities that set them apart from the rank-and-file. These pages show the base profiles for a selection of Middle-earth's most formidable warriors.

The combatants shown on these pages are some of the key opponents you will pit against each other in your *Battle Games in Middle-earth* scenarios. Their strengths and weaknesses can be seen clearly in their differing Fighting, Strength, Defence, Attack, Wounds and Courage values (see pages 2-3). Use the base profiles shown here for reference when playing your Battle Games. For this Pack's game, you'll need the profiles for Moria Goblins, High Elves and Men of Gondor – these are provided on page 10.

Elrond™

Wise in counsel and fearsome in battle, the High Elf Elrond has opposed the dark forces of Sauron for many centuries. With high Fighting, Defence and Courage values, he is a formidable opponent, even by Elven standards.

F	6/-
S	4
D	7
A	3
W	3
C	7

Sauron™

The Dark Lord Sauron is driven by an overwhelming desire to see all of Middle-earth enslaved. It is he who forged the Rings of Power in a bid to ensnare the leaders of the free races. Although defeated by the Last Alliance, his spirit grows strong once more...

F	9/-
S	8
D	10
A	3
W	5
C	7

Haldir's™ Elves

Lightly armoured and fast, these keen-eyed bowmen and swordsmen are renowned for their prowess and courage in hand-to-hand combat. It is often said that Elves seem to have absolutely no concept of fear.

F	6/3+
S	3
D	3
A	1
W	1
C	5

Uruk-hai Berserkers™

Berserkers are the most deadly of all Uruk-hai warriors. Working themselves into a furious battle-frenzy, they feel no pain and know no fear. The Berserkers' sole intent is the destruction of their enemies.

F	4/-
S	4
D	6
A	2
W	1
C	8

Aragorn™

Descendant of Elendil and Isildur, the noble Aragorn is not only heir to the throne of Gondor, but also a skilled and resourceful fighter, renowned for his prowess and courage on the battlefields of Middle-earth.

F	6/3+
S	4
D	5
A	3
W	3
C	6

Lurtz™

F	5/4+
S	4
D	6
A	2
W	2
C	4

Even by the grim standards of the powerful and vicious Uruk-hai warriors, Lurtz is a brutal, ruthless and bloodthirsty killer, prepared to stop at nothing in his insatiable lust for carnage, mayhem and destruction.

Warriors of Rohan™

A stout and gallant race of Men, the Rohirrim are all that stand between the forces of Saruman and the realm of Gondor. Along with the Gondorians, the Men of Rohan are the last line of defence against the growing army of Uruk-hai.

F	3/4+
S	3
D	4
A	1
W	1
C	3

Mordor Orcs™

F	3/-
S	3
D	4
A	1
W	1
C	2

Despite their primitive nature and crudely wrought armour, the sheer sadistic cruelty and viciousness of the Mordor Orcs makes them worthy and dangerous adversaries for even the bravest of Middle-earth's warriors.

Merry™ and Pippin™

Despite their diminutive stature, these fearless Hobbits are nonetheless a force to be reckoned with. These heroic warriors will pit themselves against even the most deadly of foes, from Moria Goblins and Ringwraiths to the Uruk-hai.

F	3/-
S	2
D	3
A	1
W	1
C	4

Uruk-hai™

F	4/4+
S	4
D	5
A	1
W	1
C	3

Spawned in the foul pits of Isengard, Saruman's Uruk-hai warriors are truly fearsome opponents – stronger, more muscular, and taller than other Orcs, but no less evil or threatening when engaged in hand-to-hand combat.

The Last Alliance

If you played the Battle Scenario in Gaming Pack 1, you will now be familiar with most of the following rules. In 'The Last Alliance' we'll be introducing a few new concepts to add to the rules from last time. Don't worry, however, if you didn't play the Pack 1 scenario as all the rules you'll need are here, plus a recap of other relevant information.

This scenario focuses on a small encounter in the days preceding the final defeat of Sauron at the foot of Mount Doom. At the end of the Second Age, a small band of Goblins are trying to break through the lines of the allied High Elves and Men. Although outnumbered and easily outmatched in a straight fight, if the Goblins move quickly they can overwhelm the defenders and break through. If just one of the Goblins escapes then they will be able to return to the battlefield with reinforcements to attack the Elves and Men from the rear.

▲ INTO BATTLE

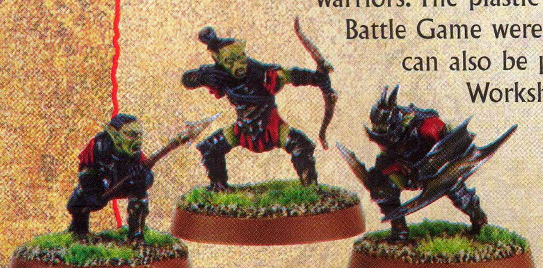
The allied ranks of High Elves and Men of Gondor raise their weapons aloft as they prepare to engage the vile Orc forces.

You Will Need

Six-Sided Dice
Measure
Pen or Pencil
Record Sheet
4 Goblin Bowmen
4 Goblin Spearmen
4 Goblin Swordsmen
4 Men of Gondor
4 Elven Bowmen
4 Elven Warriors

THE COMBATANTS

In this Gaming Pack you will have received 12 unpainted plastic models – four Men of Gondor, four Elven bowmen and four Elven warriors. The plastic Goblin models used in this Battle Game were supplied in Pack 1. These models can also be purchased from Games Workshop stores or from our website.



◄ *Goblin miniatures (spearman, bowman and swordsman).*

◄ *A Man of Gondor.*

► *An Elven bowman (right) and an Elven warrior (bottom right).*

CHARACTER PROFILES

GOBLINS™

Goblins are the smallest breed of Orc – the foulest creatures to walk Middle-earth. They are unpleasant, untrustworthy, evil-hearted monsters that rejoice in the horrors of slaughter and destruction. Goblins bear little loyalty even to their own kind and will readily fight amongst themselves over their ill-gotten gains.

Men of Gondor™

The Men of Gondor are the finest of all the human warriors of Middle-earth. The Gondorians that fought in company with High Elves against Sauron at the end of the Second Age were led by Elendil (pictured left). He was slain by the Dark Lord Sauron but avenged by his son, Isildur, who vanquished the Dark Lord and took the One Ring for himself.

High Elves

The High Elves are the deadliest warriors in all of the lands of Middle-earth. They are highly skilled in hand-to-hand and close-combat techniques, and combine their supreme fighting proficiency with expertly fashioned wargear. They are particularly adept at the use of swords, spears and bows, and their courage under fire justifies their reputation as the bravest of all fighting troops.

CLASH OF ARMS
Good stands face-to-face against Evil as the massed ranks of Elven warriors line up against the merciless forces of Sauron.

RECAP

The Turn Sequence

Battle Games in Middle-earth is played using a turn system. During each turn models can move, shoot bows, and fight each other in hand-to-hand combat. These actions take place within a turn sequence, which is divided into four phases.

The Phases

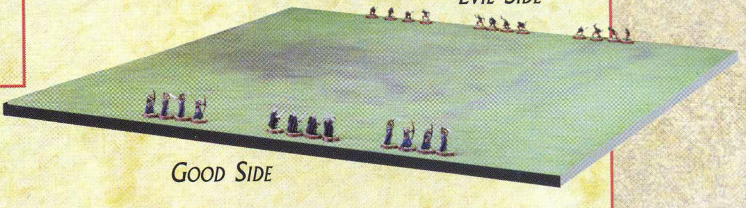
The four different phases that make up the turn sequence are as follows:

① Priority
③ Shoot
② Move
④ Fight

Work through the four phases in order. Once you reach the end of phase 4 go back and start again. Play continues until one side achieves its objectives (for more details, see 'Winning the Game' on page 11).

The Gaming Area

To play any Battle Game, you need a gaming area. This should be a flat surface that measures around 90cm by 90cm/ 3' by 3' – the best solution is probably to use a table, but even the floor will do. First, assemble your models (see pg 13). The Good side places his models anywhere with their bases touching one side of the gaming area, then the Evil side places his models anywhere with their bases touching the opposite side of the gaming area (see picture below).



READY TO PLAY
The Good side and Evil side face each other on opposite sides of the gaming area.

The Game

With the battlefield prepared and your warriors in place, take up your dice and let the battle commence!

1 Priority

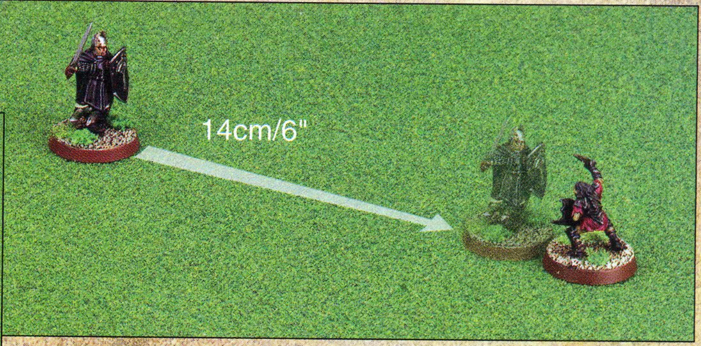
In the first turn, priority always goes to the Good side. Thereafter, both players roll a dice to determine who will move and shoot first during that turn. The player who scores the highest gets the priority. If the result is a draw, the priority goes to the player who didn't have priority in the previous turn.

▲ TAKING PRIORITY

Rolling a 5 beats a 3, so the Evil side's player wins priority here.

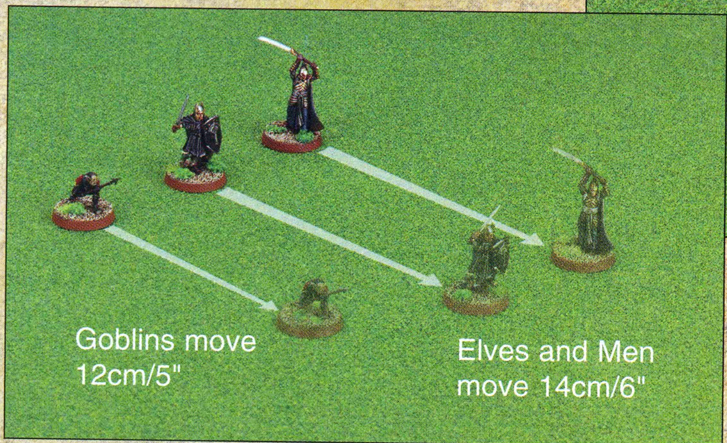
2 Move

In the Move phase, the player with priority can move his models. The player doesn't have to move all of his models, but he can if he wishes. Goblins can move up to 12cm/5" in any direction, while the High Elves and Men can move up to 14cm/6". Players cannot move through other models and must stop if a model is moved so that its base is touching that of an enemy – in this situation, the model has in fact charged the enemy and engaged it in close combat. Once the player with priority has finished moving their models, the other player can move all of their troops, except those already in base contact with the enemy as they are now locked in battle.



▲ BATTLE CHARGE

A Man of Gondor charges a lone Goblin.

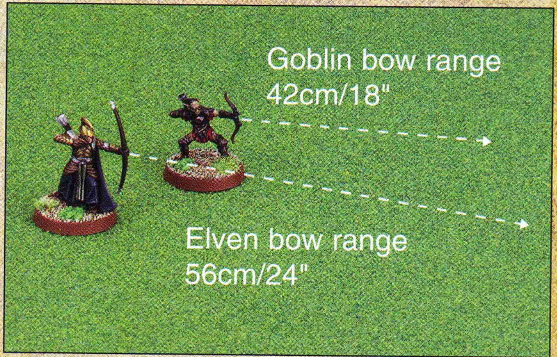


◄ MEASURED MOVEMENT

Goblins are slower moving and are soon outpaced by Men and Elves.

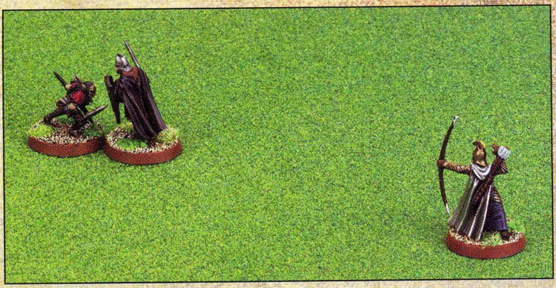
3 Shoot

In the Shoot phase, the player with priority can open fire with all their bow-carrying models that are not in base contact with an enemy. The other player will then do the same. To shoot, simply declare which model the bowman is aiming at and measure the range. If the target is within 42cm/18" of the bowman – or 56cm/24" in the case of the High Elves' bows – it is in range and can be shot at.



◄ SUPERIOR WEAPON

The combination of Elven skill and bow craftmanship enables them to easily outshoot Goblins.



➤ CLOSE COMBAT

The Man and the Goblin are locked in combat so the Elf dare not risk a shot.

Man of Gondor

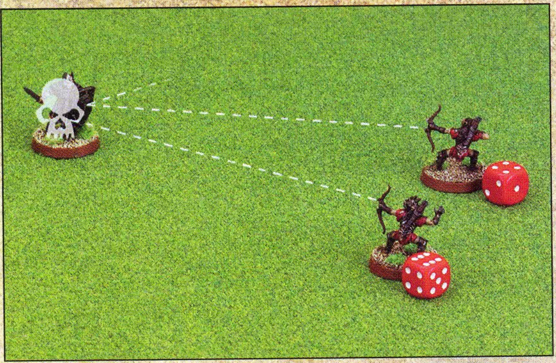
F	3/4+
S	3
D	4
A	1
W	1
C	3

Goblin Warrior

F	2/5+
S	3
D	4
A	1
W	1
C	2

Elven Warrior

F	6/3+
S	3
D	5
A	1
W	1
C	5



➤ GOBLIN ATTACK

The 4 fails to cause a wound but the 6 is successful, killing the Man of Gondor.

SHOOT PHASE SUMMARY

	To hit	To Wound
Goblin	5+	6
High Elf	3+	5+
Man	-	-

For ease of play you may want to ignore models that are in the way of the shot, but the rules state that you cannot fire at a model engaged in close combat. In this situation, each combatant is desperately attemping to land a killing blow on their enemy, and the danger of hitting someone from your side is too great.

Rolling to Hit

To find out the number that players need to roll to hit their enemy, check the target's characteristics base profile on the left (a selection of other warrior profiles can be found in the Playing the Game section). Next to the letter F (the warrior's 'Fighting value'), there are two numbers. The first is the model's ability in close combat – this is called the combat value. The second is the shooting value, which shows what number is needed to hit the target on the roll of a dice. As you can see from the Goblin Warrior and Elven Warrior base profiles (shown left), Goblins need to score a 5 or more to hit an Elf, while the High Elves, who are expert bowmen, need only to roll a 3 or more to hit a Goblin!

Rolling to Wound

If the target is hit, the players need to determine if the arrow seriously wounds the target, simply scratches it or bounces harmlessly off the target's armour. This is called a 'roll to wound' and depends on the target warrior's Defence (D) value and the Strength value of the attacking warrior's armament. We'll explain this fully in a future Gaming Pack, but for now, all the players need to know is that the Elves need to roll a 5 or more to wound a Goblin while the Goblins need to roll a 6 to wound the Good side. Elven bows provide an advantage as they are more powerful than their crude Goblin counterparts.

Once wounded, a model warrior is removed from the game, as they are effectively dead or too injured to continue in the fight.

▼PREPARE TO CHARGE!

The battle lines are drawn as Men and Elves take on the Evil forces.

4 Fight

In the Fight phase, all warriors in base contact with the enemy must fight in close combat.

Pairing Off

First of all, any models that are fighting need to be paired off into individual combats (pic a). Sometimes one warrior will be in contact with more than one enemy. This is called a 'multiple combat' (pic b).

Multiple Combats

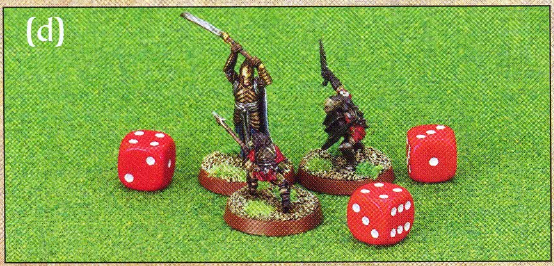
If a warrior is in contact with more than one enemy, the player with priority that turn chooses which individual combat the warrior will join. Once combats have been paired off, any models left over are added to combats as that player wishes. In general the player will want to outnumber the enemy in as many combats as possible to maximise the number of models that they will kill. However, in some circumstances a player may want to gang up on one particular warrior in order to make sure that they are killed. This is often the way when confronted with a hero or when a model is blocking an escape route.

Resolving Combats

The combats are then resolved one by one, in an order chosen by the side with priority that turn. To resolve a combat, each side rolls a dice. In multiple combats the side with more than one model in the fight rolls a dice for each model and picks the highest score he manages to roll. The two sides then compare their scores and the one with the highest is the winner of that combat (pic d).

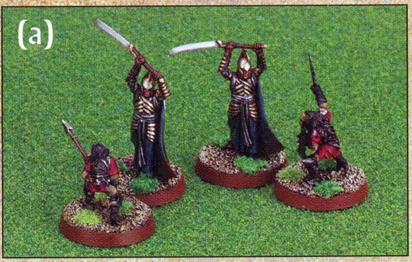
Draws

In case of a draw, the side that has the model with the highest Fighting value wins the combat! In this scenario the Good models have a better Fighting value than the Goblins, so they will always win in a draw.



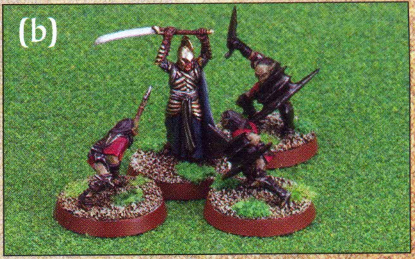
▲ ROLLING FOR VICTORY

The High Elf and the Goblins have drawn, both rolling a four. In this case the High Elf has the highest Fighting value and therefore wins the combat.



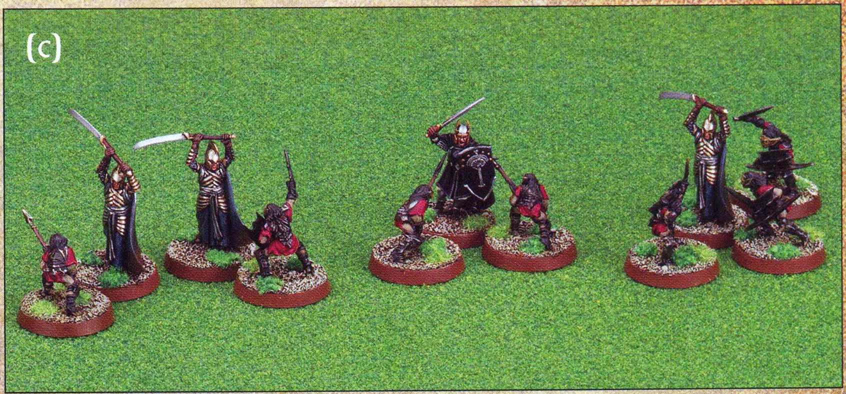
▲ INDIVIDUAL COMBAT

Here two Elven warriors are shown in individual combat with Goblins.



▲ MULTIPLE COMBAT

The Elven warrior is engaged in multiple combat with three Goblins.

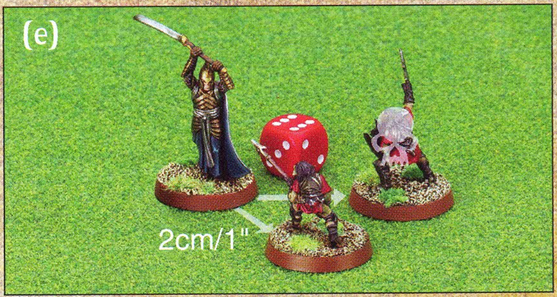


▲ ADDING MODELS TO COMBATS

After individual combats have been paired off, any left-over models can be added to combats by the player with priority. The combats are then resolved one by one.

Winners and Losers

The losing models are moved back 2cm/1". Each of the winning side's models roll one dice to wound a model on the losing side (pic e). In combat both the Good and Evil sides need a 5 or more to wound the defeated models. In the same way as the Shoot phase, wounded models are then removed from the game.



◄ LOSERS RETREAT

The defeated models are moved back and the winner rolls the dice to strike and wound them.

WINNING THE GAME

The game ends when one of the following situations occurs:

- All the Goblins are killed (the Good side wins the game).
- One of the Goblins manages to escape by moving off the opposite side of the gaming area from where it started (the Evil side wins the game).

Preparing Your Models

Now that you've played 'The Last Alliance' you'll want to get on and paint your models! The Painting Workshop in this Gaming Guide takes you through the basics of painting a Man of Gondor and an Elven Warrior. These are both rank-and-file troopers and so a good basic paint scheme is all that is required.

The Last Alliance

In this fortnight's Battle Game (pg 6–11) Elven warriors and bowmen fight alongside Men of Gondor in a skirmish against a Goblin patrol. To paint the Men of Gondor you'll need the following acrylic paints – black, flesh, brown, white, silver, gold and green. The Elven warriors and bowmen will also require blue acrylic paint. To help you get started, blue, gold, flesh and white paints have been supplied with this *Battle Games in Middle-earth* Gaming Pack. Additional paints can be purchased from Games Workshop stores or our website.

PAINTING ESSENTIALS

YOU WILL NEED

A PAINTBRUSH

BLACK, BLUE, BROWN, FLESH, GOLD, GREEN, SILVER AND WHITE ACRYLIC PAINTS

A SMALL POT OF CLEAN, COLD WATER

MIXING TRAY

NEWSPAPER

KITCHEN ROLL OR TISSUES

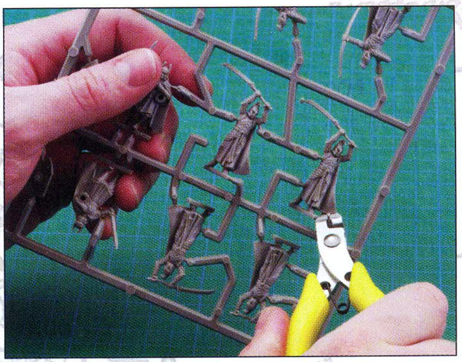
TOOLS OF THE TRADE

To avoid staining your worksurface, always lay down some newspaper before you start painting your models. An empty coffee jar makes an ideal water pot, and a paper plate can be used as a handy mixing tray.

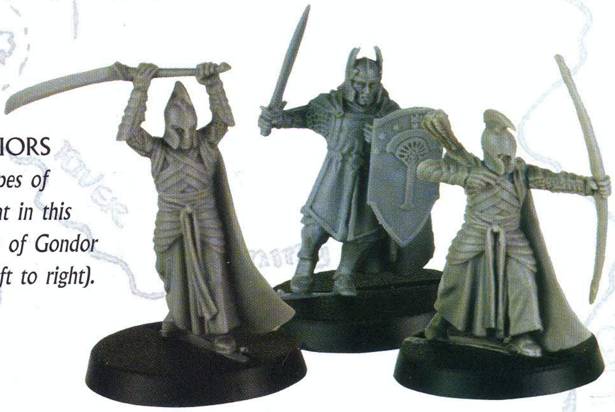
Recap

1 Assembling

Using clippers or a craft knife, carefully remove all the miniatures from the sprue. Don't worry if you accidentally cut part of the model when you are doing this as any minor nicks will be covered during painting. Take care not to snap off any of their weapons, but if you do then you should be able to repair any damage with superglue. Remove the Men of Gondor's shields – these will slot into the holes on the front of the miniatures. Then slot all the models into their bases and secure them with superglue.


▲ REMOVING THE MODELS
Your plastic models should be removed from the sprue using clippers or a craft knife.

▲ MODEL ASSEMBLY
Once the models have been removed, slot them into their plastic bases.


➤ MINIATURE WARRIORS
There are three different types of model to assemble and paint in this Pack – Elven warriors, Men of Gondor and Elven bowmen (from left to right).

2 Undercoating

You'll need to undercoat the models before painting them to ensure that the paint adheres properly. Give your pot of black paint a good shake before opening to ensure that it is thoroughly mixed. Use your brush to put a blob of black paint onto the mixing tray. Then add a drop of water to the end of the brush and mix it into the paint on your tray. This will prevent the undercoat paint from becoming too thick and hard to apply. Hold the model by its base and carefully paint the whole model black (excluding the base). If the paint is too runny, simply add a little more paint to thicken it up. When you are finished, leave the model to dry. Clean your brush with water and dry it on the kitchen roll.

◄ ADDING AN UNDERCOAT
Your models should be undercoated using black paint.

TOP TIP

A faster and more convenient method of undercoating is to use a spray can of matt black undercoat, which is available from all good hobby and DIY stores. Using a spray provides a good even undercoat over the whole model. Always remember to spray in a well ventilated area!

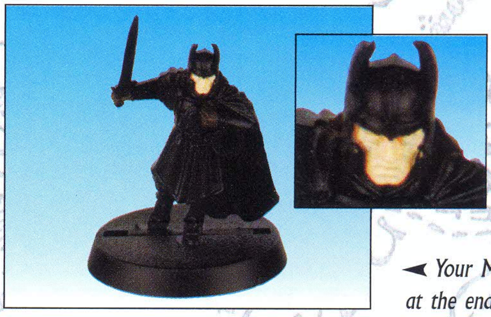
▲ READY FOR COLOUR
Once they are undercoated, the models are ready for detailing.

Men of Gondor™

Once your undercoated models are dry, you're ready to begin adding colour and painting in the detail. The Men of Gondor are ideal models for beginners as they use a very simple paint scheme consisting of only five basic colours. The article also introduces 'dry-brushing', a very effective and popular painting technique.

1 Skin, Hair and Gloves

Paint the face carefully with a small amount of flesh. Try to avoid using too much paint on your brush as too thick a coat will obscure detail on the model. If you find that your first coat is too pale you can always go back over with another coat. Clean your brush thoroughly, allow it to dry and then paint the hair and gloves brown.

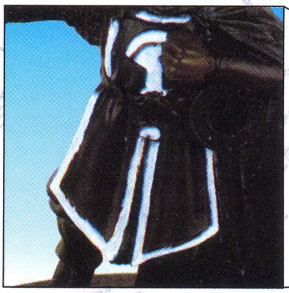


◄ You may need a second coat to get a good even coverage of paint.

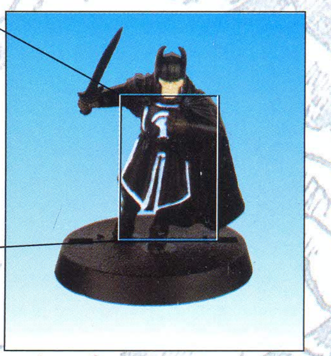
◄ Your Man of Gondor model at the end of Step 1.

2 The Tabard

The edging of the tabard and the tree design in the centre all need to be white. Before you start, make sure your brush is very clean and dry – you don't want to discolour your white paint. When painting the tree design you may find it easier to do the top arc first, and then paint down the rest of the design. Giving the model two thinner coats of white will make it brighter than just one. Don't worry if you go over the edges anywhere – just cover the mistake with a little bit of black once you are finished.



▲ *The white edging contrasts well with the black tabard.*



▲ *Once you have finished the tabard your Man of Gondor will look like this.*

▼ *Elendil, a great warrior and the mightiest of all Men of Gondor.*

TOP TIPS

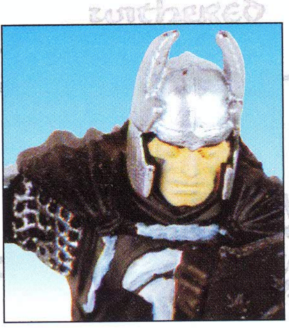
When painting a model's face leave a small gap between the skin and the helmet. Not only will this make it easier to paint, it will also add a realistic shadow to the face.

Many painters like to start with the skin and work their way outwards – clothes, armour, and finally the weapons and accoutrements.

Mix a little water in with your paints to thin them down and make them easier to use.

3 Helmet and Armour

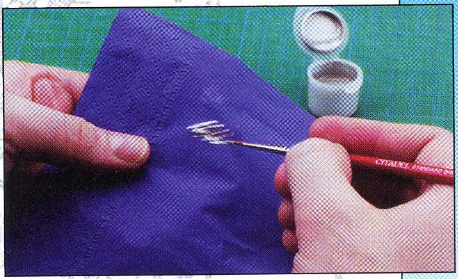
Begin by painting the helmet with silver. Try to avoid getting any on the face or hair. Next paint the wristbands and shin-guards. Gently brush silver over the chainmail on the model's arms so that it covers the raised sections but leaves the holes black.



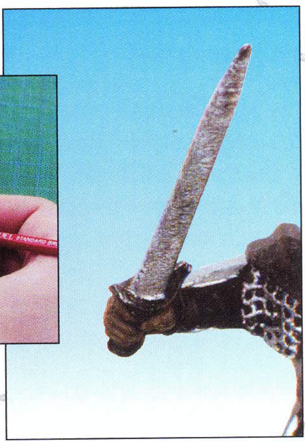
◄ Just painting the ridges of the chainmail is a simple but effective technique.

4 The Sword

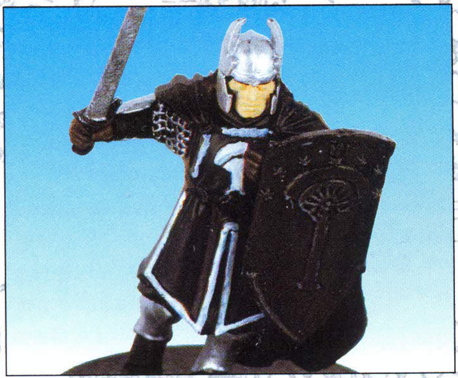
To make the sword look more used and beaten we are going to use a technique called 'dry-brushing'. Clean and dry your brush. It is very important to let the brush dry out before you try this, as any water on the bristles will spoil the effect. Put a small amount of silver onto your brush. Using some kitchen roll, wipe the brush until there is very little paint marking the paper. Now quickly brush the bristles over the sword blade on both sides. You will notice a very small amount of silver is sticking to the surface of the blade.



▲ When dry-brushing it is always better to have too little paint on your brush than too much.



◄ If you want the sword to look extremely battered and worn, only apply one coat of silver. The more coats you apply the less worn the sword will appear.

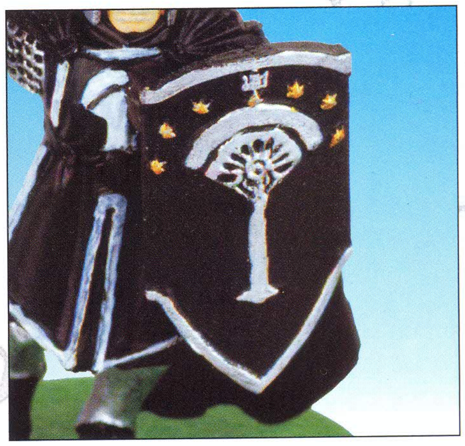


▲ Your model at the end of Step 4 – all the silver areas have now been painted.

5 The Shield

Slot the shield on to the model. First paint the edging and design silver. Try to be extra careful when doing the stars but don't worry too much as minor mistakes won't be noticeable during play. Add a little touch of gold to the stars to finish them off.

► Don't try to follow the exact shape of every star. A blob of gold in the centre of each star will achieve the desired effect.

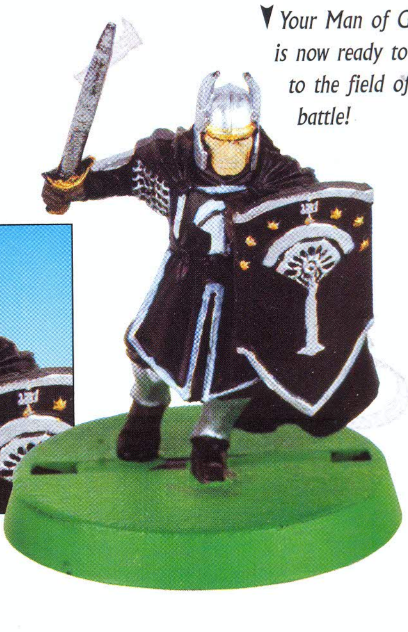


▲ The Last Alliance crashes into the Goblin battle line, spearheaded by the fearless Men of Gondor.

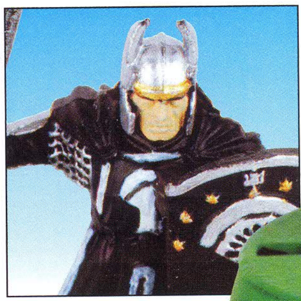
6 Finishing Off

The flat of the helmet front and the hilt of the sword need to be gold. Finally, paint the top and rim of the base with green.

▼ Your Man of Gondor is now ready to take to the field of battle!



► The gold band complements the silver on the rest of the helmet.

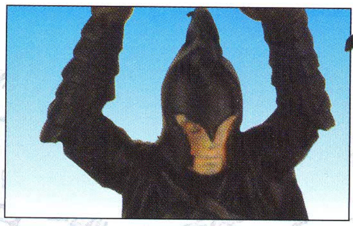


High Elves

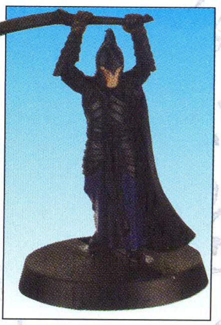
Now that you've painted a Man of Gondor, it's time to tackle your High Elves. This introduces you to a technique called 'washing' for the armour. In the step–by–step guide we'll be painting an Elven warrior – see page 17 for tips on painting Elven bowmen.

1 Face, Clothing and Gloves

Paint the face carefully with a small amount of flesh. You may find that one coat of flesh is not enough and that the face still looks very black. If so, simply apply another coat, but be careful not to use so much paint that you obscure the detail. Next, paint the Elven warrior's robes blue. Leave the sash as you will be painting this white later. To finish off Step 1, paint the gloves brown.



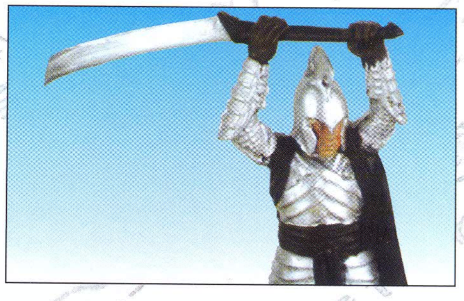
▲ Painting between the gaps in the helmet requires a steady hand.



◄ After you have completed all of Step 1, your High Elf will look like this.

2 The Sword and Armour

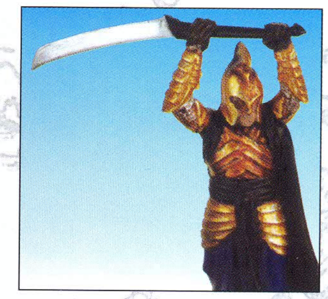
The sword blade needs to be silver. If you wish you can use the same dry-brushing technique that you used with the Man of Gondor (see page 15). The armour is painted in two stages. For this stage simply paint all the bands of armour, chainmail and helmet silver.



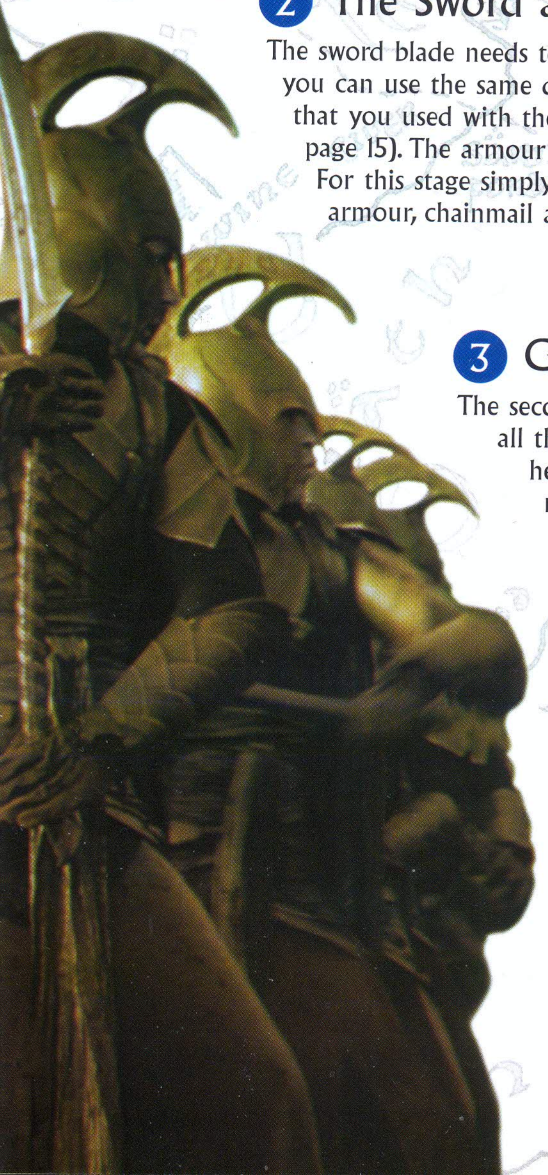
◄ The chainmail, sword blade, armour and helmet should be painted silver.

3 Gold Armour

The second stage for the armour is to paint all the bands gold. Painting over silver helps brighten the gold and is much more effective than applying gold straight onto black. Once the gold has dried you need to apply a 'wash' (see Step 4).



◄ Don't worry if you accidentally get gold onto the tabard as you will go back over this with white later.



TOP TIPS

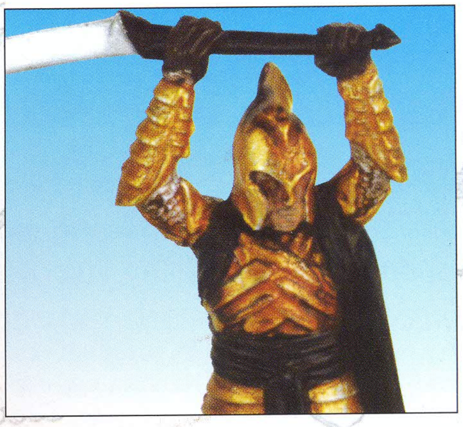
Don't worry if paint strays onto areas where it isn't wanted. Mistakes can always be painted over later and minor errors won't be noticeable during play.

Always close your paint pots when not in use to prevent the paint from drying out. If your paint has dried in the pot, pour in a little water and give the pot a good shake.

4 'Washing' Armour

To strengthen the gold and to give the bands shadow use a technique called 'washing'. Mix some brown paint with more water than usual. You want this brown 'wash' to be the consistency of thin ink. Give all the gold areas a liberal coat. The 'wash' will settle in the grooves and recesses of the model and act as shadow. Don't worry if the brown 'wash' goes onto the face – it'll only add some shadow there too. Be aware that, as the paint is very watery, it will take longer to dry than usual.

▼ Add water drop by drop until you achieve the 'wash' consistency you want.

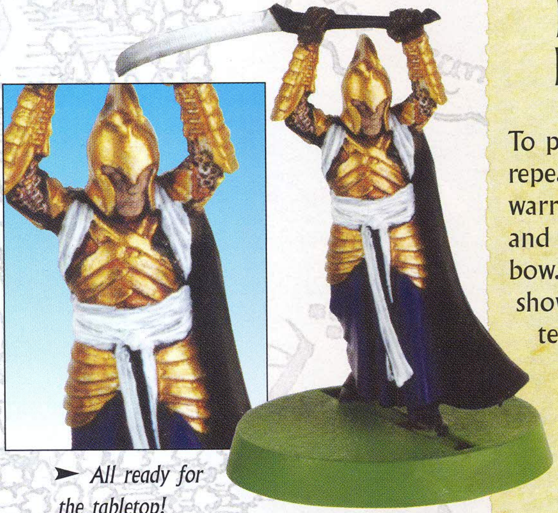


▲ The brown 'wash' will gather in the grooves of the warrior's armour.

5 Finishing Off

If you want to add extra shine to the armour and contrast the darkening effect of the 'wash', you can add thin lines of gold along the raised edges. To finish off use white for the sash and belt and green for the model's base. You may find that you need two coats of green to get a good, clean finish.

➤ Thin lines of gold add realism to your model by creating the effect of light reflecting off of the warrior's armour.



➤ All ready for the tabletop!

PAINTING YOUR ELVEN BOWMEN

To paint your Elven bowmen, repeat Steps 1 to 5 as for the Elven warrior, but use brown and silver to paint the bow. The bowman shown here has a textured base, which we'll show you how to create in a future Gaming Pack.

▼ The Elven front line in all its glory.

Tools and Materials

Making scenery is a fun and important part of the hobby, adding to the colour and scope of the battles you fight. Here we introduce you to the basic equipment you will need to create your own hobby terrain.

In this Modelling Workshop we will be taking a look at the basic tools and materials you will be using in all our future *Battle Games in Middle-earth* scenery projects. Taking the items in turn, we will introduce you to their main uses and where to get them from. Good tools and a varied selection of materials will allow you to create a wide range of scenic pieces. Even everyday household items can have new and inspired uses on your battlefield, as the Modelling Workshop in Gaming Pack 3 will reveal. These first few essentials will form the core of your own tool kit and in future Modelling Workshops we will introduce more specialised tools and equipment. Please note that tools and materials may be dangerous if used incorrectly – in particular knives, glues and aerosol sprays. These are not recommended for children under 16 without adult supervision.

Suppliers of Modelling Essentials

The following list details all the items you may need and where you can get hold of them. If you are unsure of the availability of items, contact your local suppliers to ensure they have what you need in stock.

Games Workshop and Other Hobby Stores

Clippers
Craft knife/Steel rule/Cutting mat
Files
Paintbrushes
Superglue
Plastic glue
PVA glue
Flock and Static grass
Modelling sand/Modelling gravel/Stones
Varnish

Bathroom and Kitchen Stores

Mixing palette

DIY Stores and Stationers

Scissors
Superglue
PVA glue

Art Suppliers

Craft knife/Steel rule/Cutting mat
Mixing palette
Paintbrushes

Around the House

Thin and thick card
Garden stones

Garden and Building Suppliers

Modelling sand/Modelling gravel/Stones

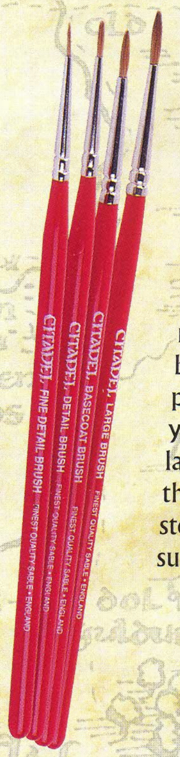
TOOLS

Clippers

Modelling clippers are used for removing components from their plastic sprues and removing large unwanted tabs of metal and 'flash' from miniatures. They can also be useful in modelling projects where scissors are too bulky or not strong enough. Place the flat edge of the clippers next to the model when cutting to ensure a clean, smooth cut.

Mixing Palette

You will need something to mix your paints on, otherwise the area you model in will quickly become very messy. The best thing to use is an old white tile or plate as these can be cleaned in warm soapy water with a scouring pad and re-used continuously. Alternately, unwanted pieces of card can be used, but the paint will dry out very quickly on these.



Paintbrushes

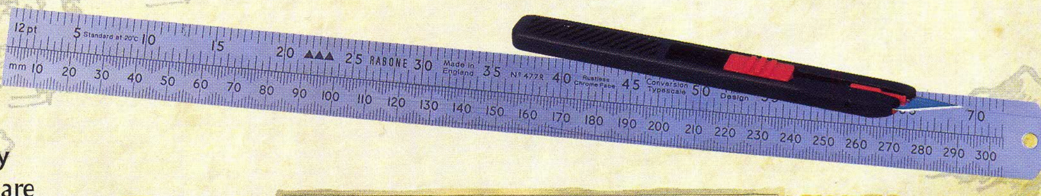
Good quality paintbrushes are an essential purchase. For painting miniatures, large, standard and detail brushes will be all you need for the moment, but you will also require some large decorator's brushes for bigger modelling projects. Taking good care of your brushes will make them last much longer. Clean them thoroughly after each use and store them bristles upright in a suitable container.

Files

Files are used to smooth down the rough edges and unwanted ridges on models. They are available in a variety of different shapes, which are used to file awkward areas such as corners or the inside of curves. For miniatures, a set of small needle files is most useful.

Craft Knife/Steel Rule/Cutting Mat

Using a craft knife or scalpel is the most precise way to cut anything, from card to plastic. It is best to use the knife in conjunction with a steel rule, because normal plastic rulers get damaged very quickly. A cutting mat is essential for protecting your table or work area. Remember craft knives are very sharp! Always make the direction of a cut away from yourself and your fingers.



Scissors

A good pair of scissors will come in very handy during modelling projects – they are particularly useful for cutting card. It is a good idea to have a set of scissors used exclusively for modelling so you don't blunt the household pair. Always be extra careful when using sharp scissors.

TOOL CARE

Tools can be expensive to replace, so to prevent them getting lost or broken it is a good idea to store them away neatly and safely when not in use. Having a toolbox is the best way to do this; the simplest toolbox is an unused box big enough to hold all your tools. Another option is a commercially available toolbox that you can get from most DIY retailers.

MATERIALS

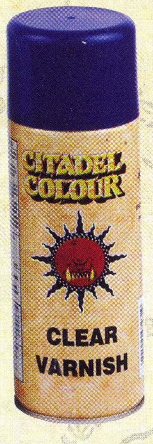
Thin Card and Thick Card

Thick card is the corrugated card used to pack household appliances like TVs and computers. Thin card is the type found on cereal packets. Thick card is used to make buildings, walls, bridges and other types of flat, linear scenery. Thin card can also be used to make scenery, but it is far better to use it for adding details such as tiles or brick to larger models, and to make bases for smaller terrain pieces.

Kellogg's
SAINSBURY'S
Luxury
MUESLI

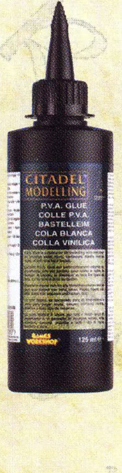
Varnish

Varnish gives a clear, protective coat to your miniatures and gaming terrain. This prevents the paint from rubbing off during play and makes your scenery last longer. It is available as either paint or as a spray. The spray can be a little bit more expensive but is much quicker to use and covers a larger area. Only use a spray in a well-ventilated area. The best place to spray is outdoors, as long as it's not too windy.



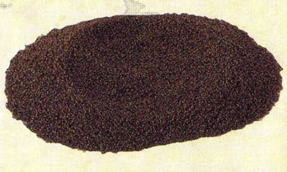
PVA Glue

PVA glue, or wood glue, is a white glue that is easily diluted with water and can be painted onto surfaces with a paintbrush (rinse the brush under a tap after use to clean it). PVA glue is very strong and will dry clear in about 2-4 hours. It is used all the time when modelling as it will stick many materials together, such as card, flock and sand.



Flock and Static Grass

These are used to give a natural grass-like texture to bases or gaming terrain. Use a brush to apply PVA glue and then sprinkle the flock on. Newspaper will catch any excess so that it may be used again. Flock is very messy if spilled, so store it in a container with a tight lid.



Green flock

Electrostatic grass

Modelling Sand, Gravel and Stones

These materials help to give a texture to gaming terrain. They are used and stored in almost exactly the same way as flock, except that they need painting after they are stuck down to give them a realistic look.

Gravel

Granulated cork

Coral sand

Plastic Glue

Plastic glue, or Polystyrene cement, is used for gluing together plastic components and forms a strong bond by melting the two halves together. This glue will only work when sticking plastic to plastic, so if you need to stick a plastic component to a metal piece, use superglue.

PLASTIC GLUE

Superglue

This is a powerful adhesive that is used to stick heavy materials (like stones and metal) together. Always use superglue in a well-ventilated area and remember only a small amount of glue is required to stick small items together. Be careful not to get any superglue on your fingers as it will stick them together instantly and is very painful to remove!

TOP TIP

Never throw anything away! Keen modellers always have a 'bits box' – a box in which they keep all the useful 'bits' they have accumulated. Keep hold of all your spare models, plastic sprue (the frame that plastic models are connected to in the packet or box), broken toys and any other interesting 'bits' you may have. Whenever you find something you think might come in useful one day, put it in your bits box!

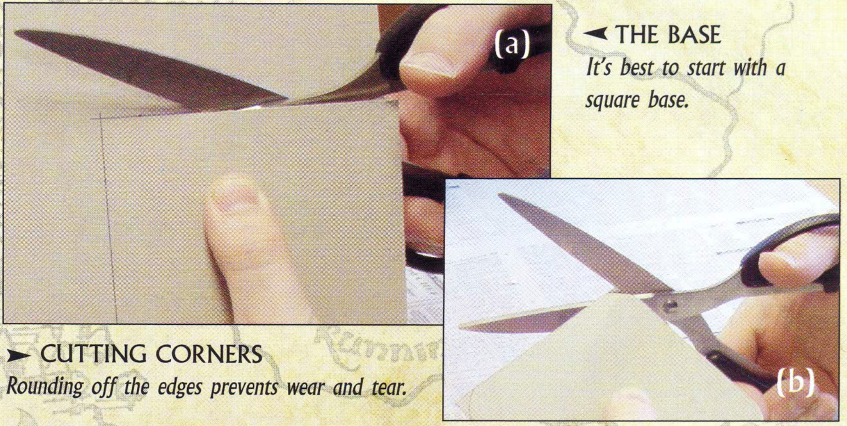
Making a Simple Ruin

Now that you're familiar with the basic tools and materials required to build scenery for your Battle Games, it's time to try your hand at this simple project.

1 Making the Base

The first thing you need to do is make a base for your terrain piece to ensure that it stands up. Cut out a square of thin card about 10cm x 10cm / 4" x 4" (pic a).

Next, using your scissors or a craft knife, round off the corners of the card to make them curved (pic b). Remember to be careful when using a craft knife. Rounding the corners saves a lot of wear and tear later.



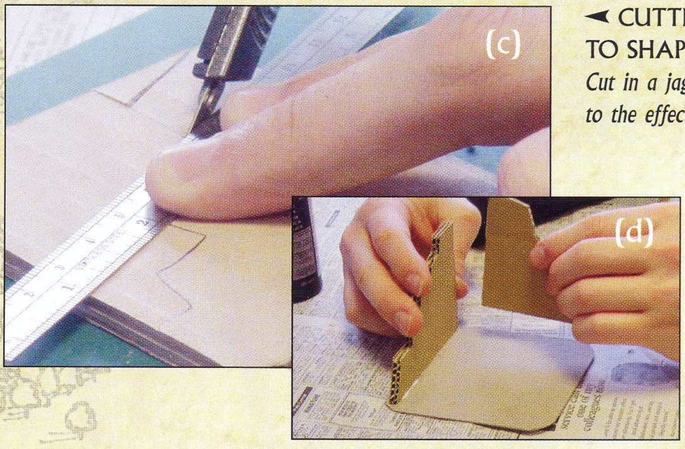
➤ THE BASE
It's best to start with a square base.

➤ CUTTING CORNERS
Rounding off the edges prevents wear and tear.

2 Constructing the Walls

Cut out a rectangle measuring 9cm x 7½cm / 3½" x 3" from thick, corrugated packing card. You can use scissors or a craft knife for this. Next you need to cut from corner to corner in a jagged fashion (see pic c). The more rough and irregular the better, as this gives the impression of a ruined wall.

Once you have your wall sections, glue them together with PVA glue to form a corner (pic d). Attach them to the base with a line of PVA glue, and leave the model to dry.



➤ CUTTING TO SHAPE
Cut in a jagged line to add to the effect.

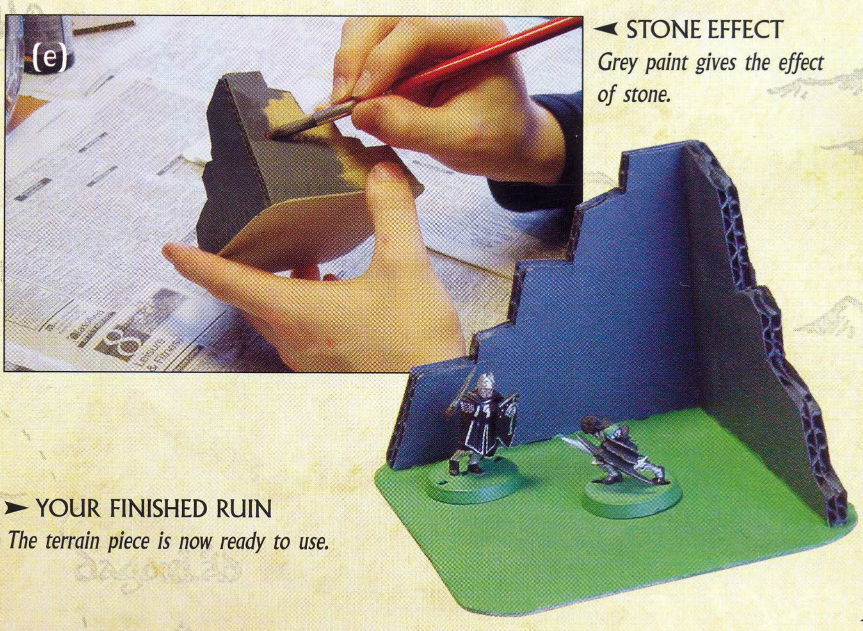
➤ STICKING TOGETHER
Construct the walls at a right angle.

3 Painting the Wall

Mix some black and white acrylic paint on a palette to make a light grey. Using a large brush, paint the whole wall (pic e). Once this is dry, you can paint the base green to give the effect of grass.

4 Your Finished Wall Section

Your wall is now ready to use in your Battle Games, and you have learned your first basic modelling techniques. In future Gaming Packs, we will show you how to develop your hobby skills to make all kinds of scenery.



➤ STONE EFFECT
Grey paint gives the effect of stone.

➤ YOUR FINISHED RUIN
The terrain piece is now ready to use.

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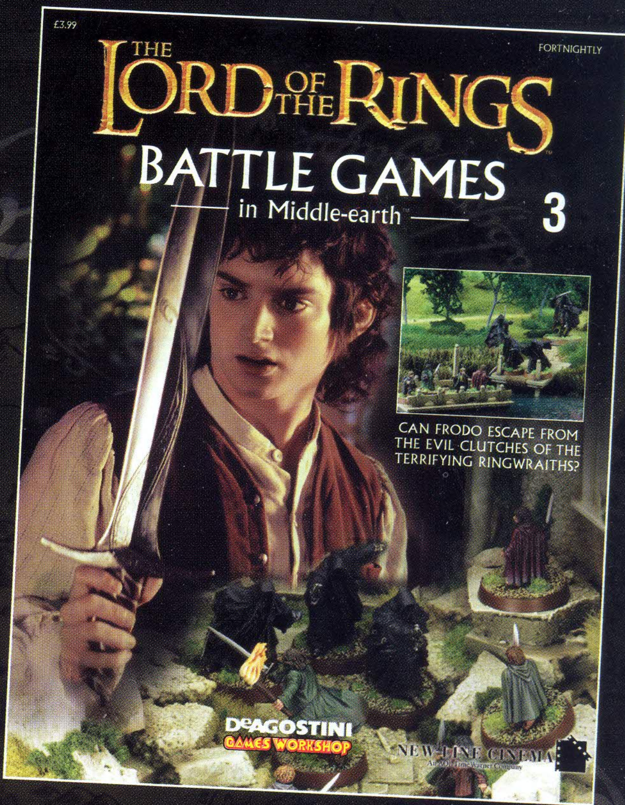
- The terrifying Ringwraiths, evil agents of the Dark Lord Sauron, pursue Frodo
- Develop new techniques with a step-by-step painting guide for Frodo
- Build your first hedge
- PLUS: A metal Frodo model and a pot of red paint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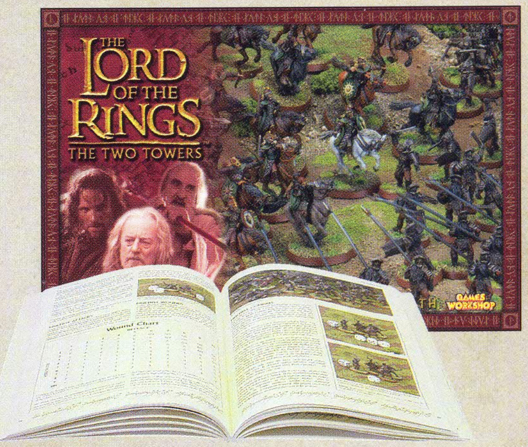
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